

3

Kio Shimoku

GENSHIKEN

The Society for the Study of Modern Visual Culture

SISTERLY LOVE

Kanji Sasahara's annoyingly normal little sister, Keiko, has fallen for video game master Kousaka. And now she's willing to do whatever it takes to steal him away from his girlfriend, Saki Kasukabe . . . even if it means becoming a fangirl herself! But as a wise member of the Genshiken once said: "You don't become an otaku by trying." So Saki teaches Keiko-chan what dating a rabid fan truly means . . . and it ain't pretty. Then, just to add to the craziness, there's plastic modeling mayhem (don't ask), the challenge of Kanji's first PC, and Saki's penchant for pyromania. Looks like things are heating up!

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GENSHIKEN

3

KIO SHIMOKU

TRANSLATED AND ADAPTED BY
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LETTERED BY
Michaelis/Carpelis Design



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Genshiken, Volume 3 is a work of fiction. Names, characters, places, and incidents are the products of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is entirely coincidental.

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KIO SHIMOKU

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OUR LIFE IS "UNBRANCE"

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WHAT?

...LIKE SHE'D
ACTUALLY DO
HER HEELS.

CHAPTER 13
THE SMELL OF
SPRING



OH,
IS THAT A
PLASTIC
MODEL?

NOT THAT
I CARE OR
ANYTHING.

WE'RE
HOLDING
A CLASS
TO TEACH
BEGINNING
MODELLERS
HOW TO GET
TO THE NEXT
LEVEL.



UM...
DID I ASK
FOR AN
EXPLANATION?

IN SUMMER
AND WINTER,
IT'S REALLY
HARD TO
CONTROL
TEMPERATURE
AND HUMIDITY
LEVELS.



I TOLD YOU I
DIDN'T ASK!

...IS THAT IT
CAN SUDDENLY
GET SO COLD THAT
IT'S HARD
TO GO ON
PRINTING.

AND THE REASON
THAT FALL IS NO GOOD.



YOU EVEN
BRING A
PRINTING

THIS IS THE BEST
TIME OF
YEAR FOR
MAKING
PLASTIC
MODELS.













WHY DON'T YOU MAKE MODELS, ANDORINE? I MEAN, YOU LIKE GUNDAM, DON'T YOU?



OH, PRETTY MUCH.

OH, YOU MEAN YOU SUCK IT UP AROUND THEM?



UH, I'M NOT REALLY INTO MODELS.

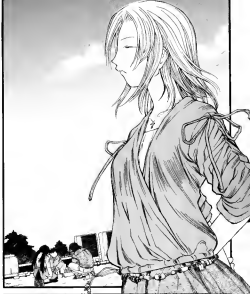


BUT WHAT HE SAID ISN'T NECESSARILY THE ABSOLUTE TRUTH.

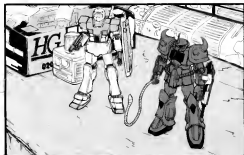
THANKS'S PHILOSOPHY COMES FROM AN EXPERT'S POINT OF VIEW.

NOW YOU SOUND LIKE EVEN MORE OF AN OTAKU THAN HE DID.





















HER TEARS
SYMBOLIZE THE
TIME AND EFFORT
SHE PUT INTO
EACH ITEM

YOU CAN'T
HEAL THAT
WOUND JUST
BY BUYING A
NEW MODEL
KIT

THAT HOLUP
MODEL, HUNT
UP! SOMETHING
YOU CAN GO BUY
AT THE STORE.
CHINO-SHIPS SPENT
A WEEK PUTTING
IT TOGETHER.



CHINO-SHIPS
TEARS REPRESENT
THE TRUE DIFFER-
ENCE BETWEEN A
TOP THAT YOU CAN
BUY AT THE STORE
AND A MODEL
THAT YOU PUT
TOGETHER
YOURSELF

DON'T
YOU
SEE?



.....









1

RENKO KAMISHAKUJI AND HER FOLLOWERS

WRITTEN BY 22-YEAR-OLD PIT KIRIE

HEY PIT KIRIE HERE. TODAY, I'M GOING TO TALK ABOUT THE FIGHTER THE SAME "UNBALANCED FIGHTER" AS YOU CAN TELL BY THE TITLE, THE CHARACTER BALANCE IN THIS GAME IS TOTALLY WHACKED (LAUGH) THE CHARACTER SETTINGS ARE REALLY EGGHEADS, JUST AS YOU WOULD EXPECT FROM A FIGHTER GAME. THE PROBLEM IS SORT OF LIKE "WE IGNORE THE QUALITY OF THE GAME ITSELF, BUT OUR LOVE FOR THE CHARACTERS EXPLODES ONTO THE SCENE." I REALLY LIKE IT.

WELL, I THINK YOU JUST GOT RIGHT TO IT, AND INTRODUCED THE CHARACTER I LOVE. KIM ~

IT'S BENDO-CHAN, CLAP, CLAP, CLAP. "FOR HEAR, IT'S NOT BENDO-SENSEI?" BENDO'S TECHNIQUE OF TAKING OFF HER GLASSES IS TOO "ORIGINAL, GOHMO" STYLE FOR ME. I DON'T REALLY LIKE "ORIGINAL COMBO" (LAUGH). IT'S TOSHO ON OLD FOLKS LIKE ME. HEY, HEY, THAT'S WHY I CHOSE BENDO AND TAMARA. I SAID HER "FOLLOWER" WORKS, BUT IT'S REALLY JUST TAMARA. THE OTHER TWO ONLY COME OUT WHEN SHE'S DOING HER TECHNIQUE.

I DON'T REALLY HATE CRITICIZE BENDO-SENSEI HERE, BUT BENDO IS A VERY TYPICAL CHARACTER. TAMARA'S STANCE IS KIND OF LIKE THAT OF THE CHARACTER "TARA." THE WAY YOU USE TAMARA TO ATTACK IS A LOT LIKE "TARA," TOO.

TAMARA CAN ALSO BE USED FOR DEFENSE (I HEAR, TO BLOCK) BUT WHEN TAMARA LEFT THERE, IT'S IMPOSSIBLE TO GUARD BENDO. BENDO-CHAN DOESN'T HAVE MUCH BACK, SO SHE HAS TO FIGHT CLOSE UP. BUT, MY FELLOW SOLDIERS, IT FEELS GOOD TO ATTACK USING BENDO-CHAN'S SHORT LITTLE ARMS AND LEGS.

IF YOU PRESS B WHILE TAMARA RISES, YOU END UP WITH A SLIDING ATTACK. THE TRICK TO GETTING THROUGH YOUR OPPONENT'S GUARD IS TO KEEP DOING THAT SLIDE WHILE MAKING BENDO ATTACK WITH HER JUMP KICK. WHEN TAMARA GETS UP, YOU'LL SEE POINTS, BUT THERE'S NO DAMAGE, SO TAMARA'S GREAT FOR OFFENSE. FOR OUR ALSO USE BENDO-CHAN FOR AN AIRBORNE ATTACK. THAT'S GOOD AT BRUTE ATTACKS TOO, SO USE THAT AS THE REMEDIAL ATTACK METHOD.

TAMARA'S "CRASH" ATTACK IS EXACTLY WHAT IT SOUNDS LIKE (LAUGH). FOR GOING ALMOST SIX FEET IN THE AIRWORK I CHOOSE BENDO-CHAN. IT'S KIND OF SLOW, BUT THE TAMARA CHARACTER GOES AROUND THE OPPOSITE, AND CAN REALLY INTERRUPT THE DEFENSE. IT'S EFFECTIVE MORE OFTEN THAN YOU WOULD EXPECT. THE MORE INTENSIVE ATTACKS YOU DO, THE FASTER YOU GO. MY PERSONAL BEST IS 4 IN A ROW.

IN THE "FINAL CRASH" ATTACK, YOU ACTUALLY THROW THE OPPOSING TAMARA AT YOUR OPPONENT (LAUGH). THERE'S NO WAY FOR THE OPPONENT TO GUARD AGAINST THAT. IT'S A VERY POWERFUL ATTACK, SO YOU ONLY WANT TO USE IT TO BRUL THE FINAL BLOW. AFTER BOTH THE "JUMP" AND THE "CRASH" ATTACKS, TAMARA NEEDS TIME TO RECOVER. THE MORE YOU SPIN HER, THE MORE TIMES SHE GETS. BUT DON'T WORRY ABOUT THAT. SPIN, SPIN, SPIN (PIT KIRIE)



SLIDING KICK



SPIN, SPIN, SPIN

JUN 14 2003



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RIGHT NOW,
HE'S SHOPPING
FOR "A BUNCH
OF PORN GENE
MAGAZINES
TO PUT ON THE
GENSHEN
TABLE."

LATELY
MIDORINE
HAS BEEN
ENJOYING A
NEW FORM
OF SEXUAL
HARRASSMENT

...AT LEAST
THAT'S HIS
EXCUSE
FOR BUYING
ALL THESE
MAGAZINES.

CHAPTER IV
INNER SPACE



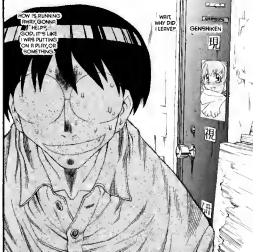












HOW IS RUNNING
EVERYBODY
HELPING
GOD, IT'S LIKE
I WERE PUTTING
ON A PLAY, OR
SOMETHING

WAIT
WHY DID
I LEAVE?

GENSHIKEN

見

視



THERE'S NO
PERSON I SHOULD
BE SAYING YOUR
BEHAVIOR IS
GREAT. I THINK IT'S
NOT LIKE THERE'S A
"GREAT" GUY
OR ANYTHING

HE SHOULD
BE THE ONE
WHO FEELS
DISCOMFORT.
GREAT, NOT ME.
GOD, THE NO
MORE

NEXT
WAIT A
MINUTE













THIS
ACTUALLY
GIVES ME
THE "PERFECT
OPPORTUNITY"
TO STRIKE UP
A CONVER-
SATION.

I MEAN, IN
A WAY.



WHOA, WAIT,
WAIT, WAIT...
THE WAY IT'S
HANGING
THERE...IT
MIGHT JUST
BE ONE THAT
FELL OUT.

MAYBE
IT'LL GO
AWAY IF I
JUST WAIT
IT OUT.



BUT IF
SOMEBODY
ELSE FROM
THE GOSHU-
KEN COMES
IN FIRST, I
WON'T HAVE
A CHANCE.

IF IT'S STILL
THERE WHEN
SHE LEAVES,
MAYBE I
SHOULD
TELL HER.

BUT THEN
MORNING, I'LL
FEEL SORRY
FOR HER IF
SHE GOES OUT
AND THAT OLD
SOMEBODY
LAUGHS AT
HER.

THUMP THUMP

THUMP THUMP

THERE'S NO WAY
THERE COULD EVER
BE A HEROINE WITH A
NOSE HAIR STICKING
OUT LIKE THAT.

SHHH!
IT COULDN'T
HAPPEN!



IT'LL BE OKAY
KUSURIBI-SAN
WOULDN'T BE
HURT BY SOME-
THING LIKE THAT.
AT LEAST I
DON'T THINK
SHE'D BE.

"JUST BE
CASUAL!"
"BE NATURAL!"
"WE'LL HAVE A
GOOD LAUGH
ABOUT IT!"
TELL HER...

OF COURSE, I
WANN DO IT
FOR HER, BUT...
MORE IMPORT-
TANTLY, I JUST
WANN KNOW
THAT I CAN DO
IT! IF I DON'T,
I'LL FEEL LIKE I
CHICKENED
OUT!



















2

RITSUKO K. KETTENKRAD

WRITTEN BY BENJAMIN TARDIO

HELLO, REMEMBER IT'S TOO EARLY IT MEANS THAT THE HY-UPER IS CHANGING TO SHOW HER AGE. I THINK HE SHOULD GOVERN WITH SHIRAZI-SENSE! HELLO!

THY GOING WITH THE PRESIDENT, OF COURSE, EVEN IF SHE IS WEAK. SPENDING ALL THE BEST-OF-SAME CHARACTER WE TALK ABOUT IN THE LATERIES, SHE'S PROBABLY THE WEAKEST ONE (THOUGH OF COURSE IF YOU USE HER INCREDIBLY, SHE CAN BE PRETTY STRONG). SO, THY GOING TO PROVIDE AN EXPLANATION OF HER POWERS.

FIRST OF ALL, FOR SOME REASON, SHE HAS UNBOTHOMED STYLE PARTIAL ARTS. SAVING HER, I GUESS IT DOESN'T HIT HER WELL, THE PRESIDENT IS HORRIBLE WHEN IT COMES TO UNBOTHOMED, SO SHE'S NOT HERE FOR JUMP ATTACKS. SHE DOES BETTER WITH BENTLETS ECKS. ALTHOUGH THY A LITTLE CONCERNED ABOUT HOW SHE CAN ECK WITH THOSE BENTLETS ON.

ONE OF HER WEAKNESSES IS THAT SHE MOVES VERY SLOWLY SHE TAKES HER FIGHTING STANCE AND JUST SORT OF ZIPS ALONG. ON TOP OF THAT, WHICHEVER SHE TRIES TO ECK, SHE DOESN'T KILLING. SAVING SHE'S TOO TOP HEAVY IF SHE KILLS, IT GIVES HER OPPONENT A CHANCE TO ATTACK, SO STOPPING IS PROHIBITED. IF SHE FALLS FORWARD, THERE'S A CHANCE THAT HER HELMET WILL STOP THE OPPONENT, BUT ONCE SHE'S DOWN, THE OPPONENT CAN ATTACK, SO THIS IS ONLY EFFECTIVE WHEN DEALING THE FINAL BLOW. HOWEVER, WHEN THIS FULL TECHNIQUE IS USED TO DELIVER THE FINAL BLOW, YOU GET TO SEE A BEAUTIFUL VICTORY POSE, IN WHICH SHE STANDS ON THE GROUND AND HOLDS HER HEAD IN HER HANDS WITH AN ENLIGHTENED LOOK ON HER FACE. I TRY TO DO THAT WHICHEVER I CAN.

HER REACH IS ALSO NOT LIMITED. BENTLETSSEN IS A TECHNIQUE DESIGNED FOR-CLOSE CONTACT FIGHTING, AND THE PRESIDENT IS VERY SMALL. THE WAY THE PRESIDENT MOVES FORWARD HER OPPONENT WITH-OUT JACKING AWAY IS SO MANY, IT ALMOST BRINGS A TEAR TO MY EYE. SHE USUALLY KICKS RIGHT FOR THE OPPONENT'S TORSO. OF COURSE, SHE CAN FIGHT WITH WITH JUST ONE MOVE.



YOU GET EXTRA POINTS FOR USING THE "BACK ROOM" TECHNIQUE.



JUST KEEP GOING FORWARD, NO MATTER WHAT.

ONE OF HER GREAT STRENGTHS IS THAT HER HELMET REDUCES THE DAMAGE DONE BY HER OPPONENT'S JUMP ECKS BY HALF. HER HELMET ALSO ACTS AS "BURN ARMOR," BUT THY NOT EXACTLY SURE HOW TO USE IT TO MY ADVANTAGE.

HER SPECIAL ATTACK TECHNIQUES HAVE THEIR GOOD POINTS AND THEIR BAD POINTS. FIRST OF ALL, ALL OF HER TECHNIQUES USE THE BENTLETS ECK EFFECT ALONG WITH AERIAL PENETRATION POWER. WHEN YOU USE THE BENTLETS ECK TECHNIQUE AT FULL POWER, IT CAN REACH THE OTHER SIDE OF THE SCREEN, SO IT HELPS TO USE IT ALONG WITH YOUR FLIGHT TOPOLOGY. HER PERSONAL PENETRATION POWER IS GREAT, BUT ALL OF HER TECHNIQUES LEAVE HER VULNERABLE. ONCE SHE FINISHES THE MOVE, THE ONLY WAY TO AVOID NON-ATTACKING IS TO STAY CLOSE TO OTHER SIDE OF THE SCREEN, UNLESS YOU'RE GOING THE OPPOSITE ATTACK. SAVING AS LONG AS SHE'S BLOCKING PROPERLY, SHE WON'T BE AFFECTED BY THE ATTACKS, BUT WHEN SHE FINISHES RIGHT AFTER COMING OUT OF A BLOCK, SHE MOVES REALLY SLOWLY. IT HELPS HER ATTACK WITH OTHER MOVE INCREDIBLY.

ANYWAY, JUST REMEMBER TO KEEP MOVING FORWARD. THAT'S WHAT THE PRESIDENT DOES NOT BREAK DOWN THE DEFENSE, AND MOVE FORWARD, FORWARD, FORWARD (DISTANCE).

ACTUALLY I THINK THE PRESIDENT IS PRETTY STRONG. HER TECHNIQUES ARE DESIGNED INTO HER-TORSO ATTACKS AND LOWER BODY ATTACKS. SHE'S THE INTERNAL CRY OF NERD-O-CRAZ OR MY OWN ACTS THAT PREPARE CLOSE CONTACT FIGHTING. IF YOU GET TOO CLOSE, THEN, WHACK... AND WHACK AGAIN. SAVING I USE SO LOVE TO USE NERD-O-CRAZ AND THE PRESIDENT FIGHT. I THINK YOU ALWAYS LOVE BECAUSE YOU ALWAYS FIGHT WITH THAT SPEED AND FULL TECHNIQUE. DON'T BE SUCH A CHICKEN. SAVING JUST RELAX. (THY ECK)

SONGS OF THE TIMES

BACKING THROUGH









BUT THE
THING I
REALLY CAN'T
FIGURE
OUT IS...



WELL, IT
LOOKS LIKE
YOU TWO
ARE GETTING
ALONG A LIT-
TLE BETTER.

WOULD
YOU
JUST
SHUT
UP?

WHAT
THE HELL
IS SHE
DOING
HERE
WITH US.



I'M SORRY
BUT YOU'RE
WASTING
YOUR TIME,
BUT...

LET
HER
WASTE
HER TIME.

I'M
TOTALLY
DOING
APPRO-
PRIATE

FOURING-
GONN STILL
FIGHT
HERE?



THIS
DISCOVERY
IS WATER-
PROOF

AND ALL
MY OTHER
KINDS OF
WATER-
PROOF

WATER-
PROOF?

WHAT
THE HELL
ARE YOU
SAYING?

HE
JUST
TEST
MISSED
ME FROM
THE
PICKING
LOT?







DO
SOMETHING
ABOUT HER.

HEY.



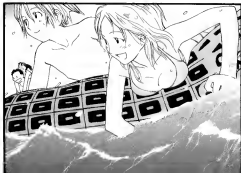
WELL...
IT JUST
KIND OF
HAPPENED
THAT WAY.

I DON'T
MIND
KISSING
COMING
SINCE HE
DROVE,
BUT...
WHY
THE HELL
DID YOU
GUYS
COME
TOGP













REALLY?
I HADN'T
PLAY
TOO.

EDW

PLEASE LET ME
HANG OUT WITH
YOU! THOSE
GUYS HAVE
ALREADY STARTED
PLAYING "FOURMAN
SHOOTER!"



ALL
RIGHT

SPLASH
SPLASH



P



GULP



FINE,
WHIT-
EVER.

I PROMISE
NOT TO
PUT THE
MOVIES ON
KOUSAKI-
SEN.







OH, MR.
MR. IT'S
COLD.



SPLASH



HUMP
OH,
YEAH

IT ALMOST
MAKES YOU
FEEL LIKE
YOU'RE
GONNA FALL
BACKWARD.

IF YOU
KEEP
STANDING
IN THE
SAME
PLACE...
...THE SAND
UNDER
YOUR FEET
STARTS TO
DISAPPEAR.























I THINK I JUST
FIGURED OUT
KAGAKURE-SAN'S
WEIRDNESS...





3

KASUMI KIBARASHI

WRITTEN BY THE OWL

MY CHARACTER IS KASUMI KIBARASHI-SAMA A.K.A. THE VOICE PRESIDENT. IN THE ACTUAL KIDU-KU SERIES SHE IS OVERPOWERED AND INVINCIBLE, AS IF SHE'S FROM ANOTHER WORLD. IN THE GAME, SHE TAKES FULL ADVANTAGE OF HER STRENGTH, TO THE POINT THAT SHE'S CALLED "WITHELSE" BY MANY GENSHIN PERSONS. HOWEVER, SHE DOES HAVE WEAKST OPPONENTS, AS WELL AS NUMEROUS WEARINESS. IN ANY CASE, HER STRENGTH DOESN'T STOP HER FROM BEING DEFTLY KILLED BY TOMOYO'S "OTHER USE OF TOMOYO" CHARACTER (JAGGE).

WHAT MAKES HER A POWERFUL CHARACTER IS THAT HER NORMAL FIGHT TECHNIQUES ARE EXTREMELY EFFICIENT ALMOST ALL OF HER MOVES STRIKE HER PROBLEM ENEMY "CARINTEL" SO SHE HAS PLURTY OF BACK. HER STRIKE LEAVES NO VULNERABILITY, AND SHE HAS EXCELLENT JUMPABILITY. I LOVE THE FACT THAT HER ATTACKS ARE SO POWERFUL. YOU CAN WIN WITHIN CHECKMATE WITHOUT EVEN USING HER SPECIAL TECHNIQUES. SHE HAS A REPEATING ICE TECHNIQUE THAT KICKS HER TINY LITTLE FEET, AND AS LONG AS YOU GET THE THING DOWN, IT'S EASY TO MOVE AGAIN.

AND NOW FOR HER WEARINESS... "WHEN SHE GETS THROWN DOWN, SHE BECOMES UNUSABLE." THAT'S THE MAIN ONE. THE VOICE PRESIDENT HATES TO BE THROWN. WHEN SOMEBODY KICKS HER SHE BAKES OUT. IT'S AMAZING THAT THEY WERE ABLE TO TRANSLATE THAT WEARINESS OF HER INTO THE GAME. WELL, BORED IF SHE GETS THROWN TWICE IN ONE BATTLE, THAT'S USUALLY THE END. HER DEFENDING ABILITIES ARE VERY WEAK, SO SHE LOSES POWER QUITE RAPIDLY. THAT KIND OF UNBALANCE IS WHAT MAKES THE GAME GREAT. OTHERWISE, HER NORMAL TECHNIQUES DON'T INCLUDE ANY THROWING MOVES (JAGGES). THE ONLY WAY FOR HER TO GO A THROW IS TO USE THE SPECIAL "THROW" TECHNIQUE.

IT'S IMPORTANT TO CONTROL THE PACE OF THE FIGHT WITH ONE GETTING TOO CLOSE TO THE OPPONENT. GET THE "TA" BUTTON WHILE CHUCKING TO SLIDE FORWARD, AND HIT THE "B" BUTTON WHILE STANDING TO BLOCK JUMP ATTACKS. IF YOU'RE STILL GETTING HIT BY JUMP ATTACKS THEN YOU CAN ALWAYS RELY ON KICKING THE "C" BUTTON WHILE STANDING. MAINTAIN THE DISTANCE BETWEEN YOURSELF AND YOUR OPPONENT, AND WHEN THE TIME IS RIGHT, TAKE THEM DOWN WITH THE REPETITIVE KICK ATTACK. I ALWAYS TRY TO GOOT FOR A FEARLESS VICTORY THAT CAN'T BE CALLED "WITHELSE." (GAG.)

THE VOICE PRESIDENT REALLY IS STRONG, ONCE SHE STARTS SETTING THE PACE. IT'S REALLY HARD TO BEAT HER, EVEN THOUGH I KNOW HER WEARINESS IS BEING THROWN DOWN, IT'S SO EASY TO THROW HER, I ALWAYS END UP BEING SOULED ON MY CHARACTER'S SPECIAL TECHNIQUES. OF COURSE IT'S ALWAYS HAPPY WHEN I GET A BRICKS HIT WITH MY "THROW" ENEMY." KEEP ON ENJOYING THE REAL PUEZZLE IS, WHY IS IT THAT YOU (RIGHT OR USING THE VOICE PRESIDENT CHARACTER) ANSWER THAT ONE. (PIT YOUR)



HER "THROW" TECHNIQUE IS UNUSUALLY STRONG. THE FIRST TWO RECORDS OF EACH FIGHT, AGAIN THE SPECIAL MOVE'S JUMP ATTACKS, ARE MORE POWERFUL.



HER TECHNIQUES ARE POWERFUL, BUT HER JUMP AND KICK ARE SLIDE. DURING HER WEARINESS TO ATTACK, ONLY JUMP WILL RECOVER.

ADULT CONVERSATION ☹



THE GIRL NEXT DOOR ☹



CHAPTER 16

BROTHERS AND SISTERS









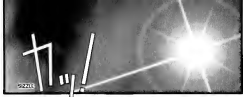












HEY

YEAH?



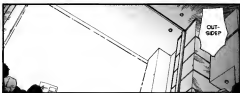
WELL, THE PEOPLE
UP FRONT
FINALLY STOPPED
SLUMPING. IT'S
GONNA START
MOVING.

HOW CAN
THEY STAND
WAITING IN
THIS HEAT?

HOW
SHOULD I
KNOW?

I THINK
I'M GET-
TING A
BLOODY
NOSE.









NATURALLY DOESN'T WORK











OH, WE
LOST EACH
OTHER, SO
I TRIED
CALLING
SAKI ON
HER CELL,
BUT...

WHAT
WENT
HAPPENED
TO THE
GIRL?



WHY DON'T
YOU TELL
THEM TO
JUST GO
HOME?

SHE SAID
THEY WOULD
WAIT IN THE
RESTAURANT
BACK THERE
UNTIL WE'RE
READY TO
LEAVE.



I
GUESS
SO.

I THINK
THEIR
VERY
PRESENCE
HERE IS
WRONG.



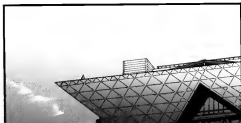
I MEAN,
IT'S SO
RARE THAT
KIRIYOSHI
SAKI WOULD
EVEN
COME.

THAT'S
TOO
BAD,
ISN'T
IT?



CRUNCH

WHY
THE HELL
DID THEY
COME IN
THE FIRST
PLACE?











OF COURSE,
I'M GOING
STRAIGHT
HOME.

GO,
KIRIKORIBE-SAN,
DOES THAT MEAN
THAT YOU'RE
GOING—



THAT'S
PRETTY
HORROR!

I KNOW...
TOTALLY...

IT'S
ALMOST
LIKE HE'S
CHEATING
ON YOU,
ISN'T IT?

YEAH,
BUT...

WELL,
IT JUST
MEANS WE
HAVE TO
VALUE THEIR
OWN PRIVATE
TIME.



4

LISA HANSEN

WRITTEN BY KOGARU

WHY DO I USE LISA BAKED AT FIRST I DID IT JUST AS A JOKE BECAUSE I THOUGHT THE CRAZY WAY SHE USES HER "SUPER AIRBORN" WAS FUNNY. BUT I SOON BEGAN TO REALIZE THAT IT'S ACTUALLY VERY FITTING OF HER SAMPHISTICIOUS PERSONALITY, AND I STARTED THINKING SERIOUSLY ABOUT HOW TO WIN WITH HER. I STARTED OUT USING THE NORMAL CONTRACTOR, BUT NOW LISA HAS BECOME MY NUMBER-ONE CHOICE. SORRY, KOGARU.

WELL, IN ORDER TO WIN WITH LISA, YOU HAVE TO BE ABLE TO DO A MINIMAL THING. IT'S NOT VERY GOOD, SO I CAN NEVER GO RIGHT INTO A THROW FROM STANDING POSITION. THE THREE THROWS I CAN DO ARE: NO THROW FROM A SIDEWIDE POSITION, NO THROW WHILE JUMPING, NO THROW AFTER BLOCKING WHEN USING SUPER AIRBOR. AND APPROACHING THE OPPONENT, I USE IN. I USE NO WHEN I'M TRYING TO BREAK UP AN ATTACK. BUT IF YOU APPROACH YOUR OPPONENT CARELESSLY, YOU'LL BE THROWN SOME DISTANCE, SO WATCH YOUR OPPONENT CAREFULLY WHEN YOU'RE MOVING. IN THROWS CAN GET REALLY HOT WHEN YOU START FIGHTING YOUR OPPONENT FROM JUST AN ARMY LENGTH AWAY. IT'S SO COMPLICATED THAT IT'S HARD TO EXPLAIN IN WRITING, AND IT ALSO DEPENDS GREATLY ON



WHICH CONTRACTOR YOU'RE FIGHTING AGAINST. IT'S HARD TO WORK OUT A SYSTEMATIC PLAN OF ATTACK. PLEASE SEE THE WEBSITE FOR MORE DETAILS.

WELL, I'M THE ONLY ONE WHO KNOWS LISA. AT LEAST FOR NOW. (X)

I CAN'T BELIEVE YOU SAID "THE WEBSITE" BARBARA. CAN'T YOU WRITE IT IN YOUR OWN WORDS? THIS IS SUPPOSED TO BE YOUR CHANCE TO EXPRESS YOUR LOVE FOR THE GAME. GARY.

ANYWAY, I THINK HER THOSE STYLE MATCHES UP REALLY WELL WITH HERO-CRAPS, AND THAT MAKES FOR FUN BATTLES. I NEVER KNOW WHEN SHE'S GOING TO HIT A STOP TO MY HYPERSTENT ATTACK. AND THERE'S SOMETHING REINFORCING AND EXCITING ABOUT THAT MOMENT WHEN THE CONTRACTORS ARE PAIR TO FACE AND LISA IS GETTING READY TO MAKE A THROW. I JUST CAN'T GET OVER IT. BUT THAT KIND OF BATTLE CAN'T LAST LONG. WHEN THINGS GET UP, YOU SWITCH TO ROMEL, AND I THINK THAT'S MORE TO FORWARD WELL, I GUESS THAT'S KIND OF HOW FORWARD IS APPROX. POOR GIRL. OH, BY THE WAY, I THINK LISA MIGHT BE THE VICE PRESIDENT'S NATURAL CHOICE. BECAUSE SHE HAS SUPER AIRBOR, AND SHE JUST IGNORES NORMAL ATTACKS AND WAITS FOR A CHANCE TO DO A THROW. WHEN THEY FIGHT, THEY END UP CHASING EACH OTHER, AND IT'S REALLY FUN TO WATCH/PLAY. IT'S SUPPOSED AS IF IT REFLECTS THE CHARGE THEY HOLD AGAINST EACH OTHER IN THE MARCH. (HEY KOGARU)



WHEN YOU GO TO FIGHT UP IN THE AIR, YOU GO, IT CAN MAKE YOU VULNERABLE TO ATTACK, SO BE CAREFUL. OF COURSE, YOU CAN ALWAYS USE THE NORMAL OF THE SAME CONTRACTOR, "DON'T KNOW HOW TO WIN YOURS USING LISA."



THE NAME OF THIS SPECIAL ATTACK IS "THROWING" AS THAT IS, SHE'S MOVING (FEARS)

A WOMAN'S SPIRIT IS LIKE
THE SUMMER SKY



HOW
COULD
SHE...
NO.

AS USUAL,
YOUR SISTER
WAS NERD-
ING ME
TOO MUCH
MAGKLE!

A BLIZZARD OF DETAILS



FEEL
WORRY?

THE POINT
WAS... THAT
YOU WERE
BEHAVING-
MY SISTER
BELONGS TO
A HEAD OF
FOURS,
RIGHT?



SHIVER

I HOPED
SHE WOULD
BE ABLE
TO BE HEARD
A LITTLE MORE
FRAUGHTLY...
TOO.



WAS SHE
LIVING WITH
THE TWO FOR
"SHORT" THEM
TO BE?
WOULD I AND
HER SISTER
REALLY KNOW?

OR COULD
THE WIFE
BOAST THEM
HAPPILY AND
TALKED
ABOUT IT?

MY
SISTER
WAS A
BUNCH OF
THINGS, BUT
SHE SAID,
"OHNO-GAN
GIVE
THEM TO
ME."



AND
THERE WERE
TONS OF
PEOPLE
THERE.

NO, I
JUST DO IT
'CAUSE IT
WAS A BIG
EVENT.

I WONDER
IF IT'S AN
OCCASION... THEY'RE
COMING TO
SOMETHING
BIGGER THAN
OTHER.



YOU'RE
SO
RUDE!

BUT IN REALITY
THERE WERE A LOT OF
PEOPLE THERE.
DON'T YOU SEE
ANYMORE IN YOUR
MINDS... SHE...
SHE WAS A BIG
PERSON.



OH...
DARY...

WELL, IN REALITY, SHE
WAS A BIG PERSON.
DON'T YOU SEE
ANYMORE IN YOUR
MINDS... SHE...
SHE WAS A BIG
PERSON.

THE
THEM
WAS
WAS
WAS
WAS
WAS





WOULD YOU PLEASE?

SORRY, I'LL GO HOME IN 5 MINUTE.

CHAPTER 17
LIFE OR DEATH





















WHAT?

THEY'RE
TWO
TOTALLY
SEPARATE
THINGS!

NO WAY!
IMPOSSIBLE!
EVEN IF HE HAS
A GIRLFRIEND,
HE'S STILL
GONNA PLAY
POBN
GAMES!

ISN'T IT
OBVIOUS?
REALITY CAN
NEVER LIVE UP
TO A VIDEO
GAME!

UH-
OH



LET ME
MAKE THIS
PERFECTLY
CLEAR: IT'S NOT
JUST THAT YOU
CAN DO THINGS
IN GAMES THAT
"AREN'T POSSI-
BLE IN REAL
LIFE."

A VIDEO
GAME CONSISTS OF
NOTHING BUT NUMBERS
AND CODE, AND COMBINING
THAT WITH HUMAN IMAGI-
NATION IN ORDER TO CREATE
SEXUAL DESIRE REQUIRES
A FAR MORE ADVANCED
INTELLECTUAL CAPACITY
THAN SIMPLE HUMAN
PHYSICAL ATTRACTION.



ARE YOU
SAYING THAT
THOSE VIDEO
GAMES ARE
BETTER THAN
I AM?

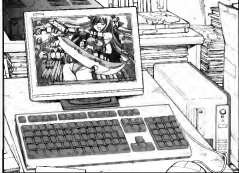
HOW CAN
YOU SAY THAT
WHEN YOU
DON'T EVEN
HAVE A
GIRLFRIEND?



HOW REPULSIVE!
THAT'S WHY I CAN'T
GET TURNED ON BY
REAL GIRLS!
HAVE YOU
NO REMEDY?

ADVANCED
INTELLECTUAL
CAPACITY? YOU'RE
SO FULL OF SHIT!
ALL YOU'RE DOING
IS GRABBING YOUR
HANG AND
JERKING OFF!







OH!
THAT!

UH...



SHOW ME WHICH ONE
HAS A FIGHT
SCENE WITHIN
THE FIRST FIVE
MINUTES OF
THE GAME.



NO, REALLY,
WE'RE LEAVING-
YOU WENNA
PLAY, DON'T
YOU?

DON'T WORRY,
HE WON'T
INTERRUPT
YOU.



I'VE PLAYED
THERE AT
KOUJIKI-KUJI'S
HOUSE BEFORE,
SO I KNOW
THAT. BUT...

YEAH,
I KNOW.

IT'S
IMPORTANT
TO DEVELOP
FEELINGS
FOR THE
CHARACTERS.

NO, BUT
LISTEN GAKU-
RO, THE BEAUTY
OF THESE
GAMES IS THE
SLOW GRADUAL
BUILD TOWARDS
THE DROIC
SCENES.



NO,
NOT SEM...

LIKE A
HARD-
CORE
SEM
SCENE?



THIS ONE, PLEASE ONLY

WELL, I GUESS I'D SUGGEST THIS ONE







WE ALL KNOW WHAT HE'S ABOUT TO DO, SO...

**CUT TO THE
NEXT SCENE.**







GOODBYE/
GOODBYE!

I'M SORRY
IT LOOKS
LIKE WE'LL
HAVE TO
STOP HERE.





5

TOKINO

DRINK ON ACQUAINTANCE, ACQUAINTANCE, APPLE CHEESE CAKE
UNTIL YOU'VE GOT MUCH ENERGY IN IT!

WRITTEN BY TORIQUO

HOLD DOWN JUMP B, AND THEN PRESS THE SECOND B HIT FOR WHIRL SWIRLING, AND I'LL HOLD LIKE A STONE. HOLD THE JOY STICK DOWN, PRESS C, AND THEN HIT JUMP B AND I'LL GIVE YOU A SWEET CRISP FOR WHAT I BELIEVE. HOLD THE JOY STICK DOWN WHILE PRESSING A AND DOING THE "TOGETHER" MOVE, AND MY OPPONENT WILL INSTANTLY... [TORIQUO]

...HOW COULD YOU ONLY WASTE ABOUT THOSE TWO MOVES AND THE INSTANT DEATH RAGEHURRY OVER THOUGH TOKINO IS THE HEROINE, SHE IS SO BALRY. THIS IS A KINKY CHARACTER IN THE GAME, ALSO KNOWN AS "THE OTHER SIDE OF TOKINO" OR "TOKINO THE CAT" AS YOU CAN TELL BY HER NAME, SHE'S SMIRK. I THINK IT'S FROM MOON 2 (WHEN SHE GAINED HOLD OF THE ROSE PRINCE) AND NAME HER PALS OUT. AHA, THOSE WERE THE DAYS!

"THE OTHER SIDE OF TOKINO" IS A COMPLETELY SENSITIVE CHARACTER, AND ALL HER MOVES ARE TOTALLY DIFFERENT FROM THE REGULAR TOKINO CHARACTER. SHE MOVES WITH REVELERING SPEED AND EFFICIENCY, AND WHEN TORIQUO BEATS HER, SHE'S UNSTOPPABLE. HER ATTACKS ARE EXTREMELY POWERFUL, BUT SHE'S VERY WEAK WHEN IT COMES TO DEFENSE.

HER SWIRLING STONE TECHNIQUE IS A HEAD-FOOT SLURP. HER SWIRLING TECHNIQUE ALLOWS HER TO PULL HER OPPONENT OFFSTAGE TO THE GROUND. HER SWEET CRISP TECHNIQUE IS SIMPLY THAT, A SWEET CRISP. WE CAN ATTACK WHILE MOVING, WHICH IS PRECISELY WHY SHE'S ABLE TO CARRY OUT THE ATTACKS MENTIONED ABOVE. SHE CAN ALSO DO A LOOP MOVE, BUT SINCE TORIQUO CARES A GREAT DEAL ABOUT HOW HER MOVES LOOK, HE USUALLY FINISHES WITH THE "TOGETHER" MOVE. OH YEA, "TOGETHER" IS HER SPECIAL. THROW THE "TUTOR BLOCK EFFECT" IS... WELL, YOU KNOW HOW IN SEVERAL PRINCE MOVIES YOU GET EXTRA GOLD COINS AFTER YOU GET THE CROWN? JUST LIKE THAT, IF YOU HIT THE BUTTONS WITH THE RIGHT TIMING, YOU CAN GET MORE PUNCHES IN WHEN YOUR OPPONENT IS ON THE GROUND, YOU CAN ONLY LAND ONE PUNCH, SO USE THIS TECHNIQUE ONLY WHEN APPROPRIATE.

ANYWAY, TOKINO IS THE ONLY ONE IN THE GAME WHO REALLY KNOWS HOW TO USE "THE OTHER SIDE OF TOKINO." IT'S TOTALLY AGAINST THE RULES. [FTT KOPS]



SHE'S TOO POWERFUL. [FTT VIKER]



IT ALMOST LOOKS LIKE THE "GRAND HONKY" TECHNIQUE. [FTT VIKER]

STRAIGHT POEN. . . OR GUY POEN

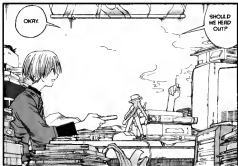


NO, AT LEAST THREE PER STORY





CHAPTER 10
"THE 512TH 'THIS WEEK'S KUJIBIKI
(UNBALANCED) WAS AWESOME'
MEETING. FIRE AWAY!..."



















I SAID,
IT HIT ME RIGHT ON
THE SPINE SPOT!



...CLEAN
THIS PLACE
UP!

IT'S
TIME TO
REALLY...



COME ON,
THIS IS A
MERMAID'S
MEETING
DAYMATE!

NOPE,
MY MIND'S
MADE UP
WE'RE
DOING IT!

I DON'T
THINK
THEY
WANT
MORE!

HAH!
ISN'T
THIS A
LITTLE
BLOODY?









OH... IT WAS
EVEN CALLED
"MIRAI" BACK THEN.

I THOUGHT
THEY WOULD
AT LEAST
PUT OUT
SOME
MIRAI
MAGAZINES
BACK THEN.

HERE'S
A BOX OF
OLD MIRAI
PUT OUT
BY THE
GENSHIN-
KID.



1987?



WOW,
THEY BRINGS
BACK MIRAI-
SAYS THOSE
COVERS
ARE FROM
"MIRAI".

AND
THAT'S THE
ORIGINAL.

WOW,
SEE
THEY
TOOK!

THIS
ONE
SAYS
1987.



WOW,
HOW OLD
IS THE
ORIGINAL
MIRAI?



HA.

LET'S
SEE.
RIGHT NOW
IT'S 2009
SO THEY'D
BEEN IN
THEIR
2000.



LET'S
JUST
PRETEND.

WE
DIDN'T
SEE
THESE.



SO,
THAT
MEANS
THE
GENSHIN
WAS
AROUND
BACK
THEN.



MOST OF THE BOOKS WHEN YOU THREW THEM IN THAT CARDBOARD BOX.

AND I PUT ALL OF THE TOYS AND ACTION FIGURES IN HERE.

MOST OF THE MANGA-ZINES ARE OURS.

I ONLY KEPT THE MOST RECENT ONE'S.



BUT I STILL DON'T FEEL SATISFIED.

WELL, IT IS A SMALL ROOM, NO...















FLIP THE FIRE ALARM!
HAVE THE STUDENTS
EVACUATE
RIGHT AWAY!
LET THEM
KNOW THIS
IS NOT
A DRILL.

OHAYO

HOT.

THE
EAST SIDE
STAIRS ARE
THE BEST
EMERGENCY
EXIT!



YOU
GUYS HAD
BETTER
GET OUT
OF HERE!

WHERE'S
THE
FIRE
EXTINGUISH-
ER?



WHY WHO
SHOULD
I CALL
FIRST?

KAMURA-
KUN, CALL
THE FIRE
DEPART-
MENT AND
THE SCHOOL
OFFICE!

THE FIRE
DEPART-
MENT!

DON'T
USE YOUR
CELL
PHONE.
USE THE
PHONE IN
THE COM-
PUTER
ROOM.



WHAT WILL
BECOME OF THE
GENSHIKEN? TO
BE CONTINUED.
... REMEMBER,
ALWAYS HANDLE
YOUR CIGARETTES
WITH CARE.

HOWEVER,
THE
GENSHIKEN WAS
ORDERED TO STOP
ALL ACTIVITY
INDEFINITELY

STAIRS

STAIRS

STAIRS

STAIRS
STAIRS
STAIRS

THANKS TO
KOTAGAWA-
SAN'S IMMEDI-
ATE ACTION, THE
DAMAGE WAS
CONTAINED TO
THE RUBBISH
ROOM.

6

HERNANDEZ

WRITTEN BY YOKO KISHIMOTO



I WOULD PLAY A BERNARDEZ VS BERNARDEZ MATCH, BUT ROBERTO SURE WILL USE HIM. WHEN THEY PLAY AGAINST EACH OTHER, THEY'RE JOINED AT THE ELBOW IN THE CHANGING ROOMS(YOHO)



ROBERTO PLAYS WITH HIM... WHY IS HERNANDEZ THE ONLY MALE CHARACTER WHEN THEY DON'T EVER HAVE CLOTHES OR BODY-SHAPE IF THEY COME OUT WITH A SECOND EDITION, I TOTALLY WANT THEM TO HAVE ALICE AS A CHARACTER

THAT MORNING HE WASH HIS SET THE A BUTTER WHILE COOKING, AND THEN LAUNCHED HIS SPECIAL ATTACK, IT TOTALLY FROSED ME OUT (POT VORSE)



THEY'RE JOINED TOGETHER (POT VORSE)

ICE CLIMBER



REACHING MODELING







TOKINO AKIYAMA



NAME	TOKINO AKIYAMA	1 2 3 4 5 6 7 8 9 10
AGE	18	1 2 3 4 5 6 7 8 9 10
HEIGHT	165	1 2 3 4 5 6 7 8 9 10
WEIGHT	100	1 2 3 4 5 6 7 8 9 10
HAIR COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
EYE COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
SKIN COLOR	Fair	1 2 3 4 5 6 7 8 9 10
HAIR LENGTH	Long	1 2 3 4 5 6 7 8 9 10
HAIR TYPE	Long, flowing	1 2 3 4 5 6 7 8 9 10

RITSUKO KO KETTENKRAID



NAME	RITSUKO KO KETTENKRAID	1 2 3 4 5 6 7 8 9 10
AGE	18	1 2 3 4 5 6 7 8 9 10
HEIGHT	165	1 2 3 4 5 6 7 8 9 10
WEIGHT	100	1 2 3 4 5 6 7 8 9 10
HAIR COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
EYE COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
SKIN COLOR	Fair	1 2 3 4 5 6 7 8 9 10
HAIR LENGTH	Long	1 2 3 4 5 6 7 8 9 10
HAIR TYPE	Long, flowing	1 2 3 4 5 6 7 8 9 10

THE FIGHTER

UNBALANCED FIGHTER

IZUMI TACHIBANA



NAME	IZUMI TACHIBANA	1 2 3 4 5 6 7 8 9 10
AGE	18	1 2 3 4 5 6 7 8 9 10
HEIGHT	165	1 2 3 4 5 6 7 8 9 10
WEIGHT	100	1 2 3 4 5 6 7 8 9 10
HAIR COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
EYE COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
SKIN COLOR	Fair	1 2 3 4 5 6 7 8 9 10
HAIR LENGTH	Short	1 2 3 4 5 6 7 8 9 10
HAIR TYPE	Short, dark	1 2 3 4 5 6 7 8 9 10

KASUMI KISARAGI



NAME	KASUMI KISARAGI	1 2 3 4 5 6 7 8 9 10
AGE	18	1 2 3 4 5 6 7 8 9 10
HEIGHT	165	1 2 3 4 5 6 7 8 9 10
WEIGHT	100	1 2 3 4 5 6 7 8 9 10
HAIR COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
EYE COLOR	BROWN	1 2 3 4 5 6 7 8 9 10
SKIN COLOR	Fair	1 2 3 4 5 6 7 8 9 10
HAIR LENGTH	Long	1 2 3 4 5 6 7 8 9 10
HAIR TYPE	Long, dark	1 2 3 4 5 6 7 8 9 10

KOWSKI REGION



Category	Score	Percentage
1. General Knowledge	10	20%
2. Reasoning	10	20%
3. English	10	20%
4. Mathematics	10	20%
5. Computer Aptitude	10	20%
Total	50	100%

ANZAMATI/CHAKANABUTIN

[illegible]

AFTERNOON GAMES REPORTS

TOWNS

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ALVARO AGUIAR-FRILLAN
AND ANA STANISLAV

Math 101	Mathematics	$1 + 1 = 2$
Math 102	Mathematics	$2 + 2 = 4$
Math 103	Mathematics	$3 + 3 = 6$
Math 104	Mathematics	$4 + 4 = 8$
Math 105	Mathematics	$5 + 5 = 10$
Math 106	Mathematics	$6 + 6 = 12$
Math 107	Mathematics	$7 + 7 = 14$
Math 108	Mathematics	$8 + 8 = 16$
Math 109	Mathematics	$9 + 9 = 18$
Math 110	Mathematics	$10 + 10 = 20$

Translation Notes

Japanese is a tricky language for most Westerners, and translation is often more art than science. For your edification and reading pleasure, here are notes on some of the places where we could have gone in a different direction in our translation of the work, or where a Japanese cultural reference is used.

Gufu, page 21

"Gufu" is a character from the series *Gundam*.



Cat Ears, page 25

Saki originally wore the cat ears during the school festival in Chapter 1 of Volume 2. Here, Saki is mad because the cat ears she wore then did not have lace attached. The cat ears with lace are supposed to resemble a French maid's outfit.



Doujin and Original Combo, page 27

A "doujin" game is a game created by fans, similar to a "doujin-shi" fanzine.

Original combo: A technique in games that allows players to mix and match different characters' techniques. Pit Viper (Madaramé) actually uses the abbreviation "oricom."

More Gundam, page 28

A "Jimu" is a type of mobile suit from the Gundam series. Madaramé refers to Ruru Ranba, who was the pilot of Gufu (see note for page 21). Hammon Crowley is a female Gundam character.

Apparently there is a website called "Gundam uranai" or "Gundam fortune teller," which will assign users a Gundam character based on the user's birth date, blood type and place of birth. The url for the Japanese-only website is <http://www.kinoborinet./gunad/fortune/page0.html>



Boru is a Gundam character from the HGUC (High Grade Universal Century) series.

Lolita, page 36

"Lolita" refers to Nabokov's novel *Lolita*, a story about a grown man obsessed with a young girl. In Japan, the term "Lolita complex" is commonly used to describe men who take an interest in younger girls. Here, Madarame is probably inferring that he shouldn't be nervous around Kasukabe because she's not a Lolita, and therefore not the type of girl he's interested in.



Waterproof make-up, page 58

When Kanji's sister says "waterproof," she uses the katakana word "uouta-puru-fu." This is the Japanese pronunciation of the English word. Apparently, Kanji is not familiar with this word.



Shiritori, page 66

Shiritori is a word game in which players must come up with a word beginning with the last syllable of the previous word used. For example, if one player uses the word "samurai," then the next player needs to respond with a word beginning with "i." A player loses when he or she repeats a word or says a word which ends in "n" (no Japanese words begin with the single character "n," therefore the game cannot be continued.) The Genshiken guys are playing Shiritori using only Gundam-related terms.



A Woman's Spirit, page 110

The phrase "a woman's spirit is like the summer sky" is a play on the Japanese proverb "onna gokoro to aki no sora" ("a woman's spirit changes with the fall sky"), which means that a woman's heart/spirit changes as frequently as fall weather.

Honorifics

Throughout the Del Rey Manga books, you will find Japanese honorifics left intact in the translations. For those not familiar with how the Japanese use honorifics and, more importantly, how they differ from American honorifics, we present this brief overview.

Politeness has always been a critical facet of Japanese culture. Ever since the feudal era, when Japan was a highly stratified society, use of honorifics—which can be defined as polite speech that indicates relationship or status—has played an essential role in the Japanese language. When addressing someone in Japanese, an honorific usually takes the form of a suffix attached to one's name (example: "Akuma-san"), or as a title at the end of one's name or in place of the name itself (example: "Nagi-sensei," or simply "Sensei").

Honorifics can be expressions of respect or endearment. In the context of manga and anime, honorifics give insight into the nature of the relationship between characters. Many translations into English leave out these important honorifics, and therefore distort the "feel" of the original Japanese. Because Japanese honorifics contain nuances that English honorifics lack, it is our policy at Del Rey not to translate them. Here, instead, is a guide to some of the honorifics you may encounter in Del Rey Manga.

-san: This is the most common honorific and is equivalent to Mr., Miss, Ms., or Mrs. It is the all-purpose honorific and can be used in any situation where politeness is required.

-sama: This is one level higher than "-san" and is used to confer great respect.

-dono: This comes from the word "dono," which means "lord." It is an even higher level than "-sama" and confers utmost respect.

-kun This suffix is used at the end of boys' names to express familiarity or endearment. It is also sometimes used by men among friends, or when addressing someone younger or of a lower station.

-chan This is used to express endearment, mostly toward girls. It is also used for little boys, pets, and even among lovers. It gives a sense of childish cuteness.

Boku This is an informal way to refer to a boy, similar to the English term "kid" or "squirt."

Sempai This title suggests that the addressee is one's senior in a group or organization. It is most often used in a school setting, where underclassmen refer to their upperclassmen as "sempai." It can also be used in the workplace, such as when a newer employee addresses an employee who has seniority in the company.

Kohai This is the opposite of "sempai" and is used toward underclassmen in school or newcomers in the workplace. It connotes that the addressee is of a lower station.

Sensei Literally meaning "one who has come before," this title is used for teachers, doctors, or masters of any profession or art.

Blanko Usually forgotten in these lists, but perhaps the most significant difference between Japanese and English. The lack of honorific means that the speaker has permission to address the person in a very intimate way. Usually, only family, spouses, or very close friends have this kind of permission. Known as *yobisue*, it can be gratifying when someone who has earned the intimacy starts to call one by one's name without an honorific. But when that intimacy hasn't been earned, it can also be very insulting.